

ALTUS ADVENTURE

DEMO

Debuting the
InertiaX (tm)
System!!



TO acquire glory,
you must conquer your fear



ALTUS ADVENTUM DEMO RELEASE



Copywrite (c) 2003 Sacrosanct Games

Written By: Roderic Waibel
Artwork By: Robert Robinson
(c) Robert Robisnon

Larry Elmore
(c) Elmore Productions

preface

First off, let me express my thanks to you for your interest in this game.

Altus Adventum is a traditional fantasy RPG that takes place on the planet of Azorath, focusing on the continent of Algerian. For those familiar with RPGs, *Altus Adventum* will be an easy game to pick up and play right away. For those that are new to the genre, welcome to role-playing and I'm sure you'll find this system easy to learn and fun to play.

Altus Adventum uses the InertiaX™ game system for the meat of the game mechanics. The system is designed to speed up the mechanics of game play while not sacrificing realism or detail. The game is designed to allow a full range of options to a player, from a non-linear character occupation generation system, to a spell combination system that is only limited by the imagination of the player. This demo will cover only the very basics of the rules, and does not do the system justice for the amount of options and flexibility available to you. To include all of those options would make this demo unrealistically long; the demo will only give you a taste of the basics.

Possibly the most valuable part of this great system is that during the majority of the combat phase, there is no math involved! Gone are the days when you wait for someone to add up modifier after modifier just to see the result. With the InertiaX™ system, you simply compare the number appearing on one dice with another. It's that simple!

What's included in the demo?

This demo includes all the basics that you need to run a short adventure. There are basic combat rules, skill descriptions, basic magic rules, a few ready-to-play characters, and a good list of wondrous treasures.

It is strongly recommended that only the GM (game master) read through this entire demo. Players are encouraged to only familiarize themselves with the game mechanics and the character they choose to play. There are several surprises in the adventure itself that would be ruined from an overly curious player. **Players: Do not read past the *Rules* section!**

What's in the full game?

The full rules encyclopedia includes many more options for the players. There are detailed rules involving special combat maneuvers such as charging or power attacks, critical hits, encumbrance, poison and disease, fatigue, and many other combat related optional rules. The speed point system is also included in the main rules, offering a greater realism to the combat phase.

The skill system is much more expansive and detailed, allowing the character a great degree of customization. Tying in with the skill system is the XP (experience point) award system. As your character adventures and overcomes challenges, they may be awarded XP points that they use to get better at skills, or learn new skills. You, as the player, decide what skills you want to use your XP points on, unlike this demo in which advancement is predetermined.

The magic system also includes the three other main forms of magic in addition to Rune magic: Totem, Channeling, and Mental. Each of these styles are unique in their invocation and powers. The magic spell list is also much expanded over the list here.

A guild system is also in the core rules, allowing characters to specialize as warriors, knights, wizards, paladins, rogues, assassins, druids, and many more occupations of they so choose to do so.

Also included is an expansive list of monsters (over 100!) in the *Bestiary* section, along with many different kinds of arcane and magical items that one may encounter in their adventures.

Those are just some of the key items that are found in the core rules that are not included in this demo. This booklet is simply scratching the surface of all the wonders to be discovered in the core rules.

Very Brief Overview of Algerian

Algerian is a large continent on the planet of Azorath. When the humans first crashed on this planet, Algerian was the first landmass that they were able to find and establish a colony. Not long after establishing this colony, they discovered strange and wondrous creatures inhabiting the land. They also discovered that magic existed here. Losing all of their technology in the crash, the humans embraced this magic.

The humans also found themselves changing physically. The combination of radiation saturation from their crashed spacecraft with magical influences transformed these humans into the various humanoid species that are found throughout the game. After a hundred years or so, the large colony could no longer exist in peace. The many humanoid species fought and argued amongst themselves until they decided to branch out into the continent to establish their own colonies.

The game takes place several hundred years after this exodus, and the surviving humanoid races have now become well established nations to their own right.

Roderic Waibel

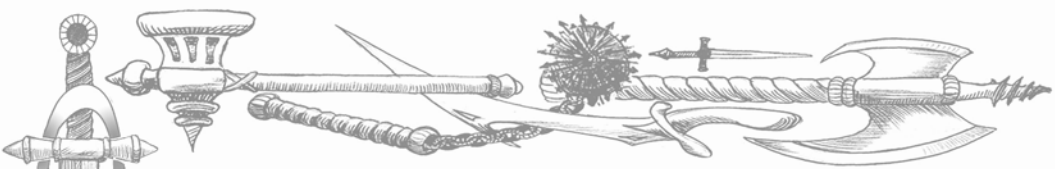
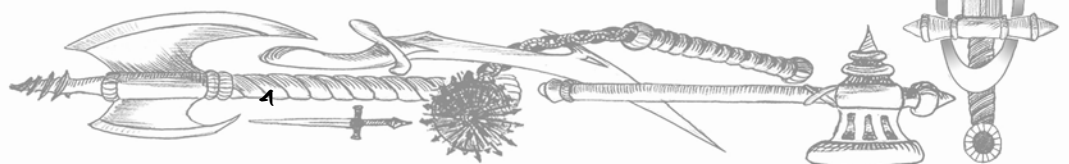


TABLE OF CONTENTS

Preface.....	pg 3
Table of Contents.....	pg 4
Common Terms.....	pg 5
Rules.....	pgs 6-9
Rune Magic.....	pgs 9-10
Investation, Demo Adventure.....	pgs 11-16
Ready-to-play character, Helmut.....	pg 17
Ready-to-play character, Rashanti.....	pg 18
Ready-to-play chracter, Darigmar.....	pg 19
Ready-to-play chracter, Choi.....	pg 20
Ready-to-play chracter, Alexander.....	pg 21
Player's map of Brookshire.....	pg 22
GM's map of the tomb.....	pg 23



common terms

Species: The humanoid species of the character. Also referred to as 'race'. Either human, elf, dwarf, or gnome.

Dice Pool (DP): The allocation of dice in which you will use when attacking (ADP) and defending (DDP).

Damage Rating Level (DRL): The power level of the weapon being used. A weapon with a higher DRL has a greater chance of inflicting a more severe wound.

Money: Only a single form of currency is used in *Altus Adventum*: gold. This is used to purchase everything in the game.

Actions: Some creatures get more than one action per their turn in combat. This is the number they are allowed to use.

1d4,1d6,1d8,1d10,1d12,1d20,1d100: Abbreviation for the amount and type of dice you would roll. For example, 4d8 would mean roll the 8-sided dice 4 times and tally the result.

Round: The time span it takes for all parties involved in combat to resolve their actions.

Turn: The time segment of a round in which a character will perform their action.

RPG: Short for role-playing game.

GM: Abbreviation for game master. The man in charge. The one responsible for running a great campaign. The hand of death. The almighty. Often susceptible to bribes. ;o)

Player: The name of the player controlling the character.

Character: The name of the fictional character that the player is controlling during the game.

Character Description Explanations

You may notice that in the *Ready-to-play Characters* section there are several abbreviations and attributes listed. So what do these numbers mean?

The first thing listed are the character's attributes. These core attributes are strength, agility, endurance, intellect, and luck. Each attribute has a rating between 1 and 100, with a description of what effect that score has. In the core rules encyclopedia, you would roll for these scores as you generate your character, but with the pre-generated characters, they are determined for you.

Next you will see what skills the character knows, and the percentage chance of success that character has when trying to use that skills. I.e., if your character has a *hunting* 55% as one of their skills, they would roll the percentage dice, and if the roll is 55 or lower, the skill would be a success. Note that some skills don't have a percentage, such as *novice blades*. This simply means that your character has learned the skill and

does not need to ever roll for success.

After skills you will find your character's equipment. This includes any weapons and armor that your character has, as well as money and other miscellaneous adventuring equipment. After each weapon will be the ratings of the weapon when it is used. For instance, if you have a sword with an ADP of 5 and a DRL of 7 listed after it, then those are levels in which you would reference the chart when using the weapon.

After equipment will be any special powers that the character may have. This includes species abilities or rune spells that the character knows.

The last thing you will find is a brief history of the character. This includes where they came from, how they know the other characters, etc. Personalities and likes and dislikes are all up to the player using the character.





rules

Pilan's eyes stung as a mixture of sweat and blood seeped into them. Through his blurred vision he tried to focus on the three goblin attackers, who circled him with malicious glee.

The young man had just been accepted into the Shorlorn Warrior's Guild, and to prove himself, he was sent to scout a rumored goblin camp. Only now did he realize he was a fool to try to do it himself. Pride was always his weakest trait..

As the goblins continued their slow circle, cackling and giggling with an evil glee, Pilan shifted himself into a defensive stance. Even though he was outnumbered three to one, and wounded to boot, the goblins knew enough to be wary of a human in a full mail suit, brandishing a large, ornate battle mace.

Seconds passed as if they were hours, the entire time both parties cautiously eyed each other, searching for any advantage.

Suddenly Pilan's labored breathing caused him to lose focus for a brief moment. Just a second, but that was enough for the impatient goblins.

All three of the creatures lunged at the human like rabid animals, rusty and pitted swords raised for a fatal blow. Unfortunately for the goblins, Pilan was no inexperienced fool that the goblins were used to ambushing. With amazing grace and speed for one who was clad entirely in heavy mail, Pilan deftly dodged the first goblin. In the same fluid movement, the new warrior swung his mace in a high arc, bringing down upon one of the vile creatures. The goblin immediately fell to the ground in a lifeless heap, its head crushed like a melon.

The third goblin lunged and slashed with its sword, which clumsily deflected off Pilan's armor. Not stopping his momentum, the warrior continued his spin and sank his mace into the side of the third goblin. A sickening crunch could be heard as the goblin also fell to the ground, ribs smashed.

As Pilan turned to face the first goblin that he dodged, he could see the cowardly creature fleeing into the dark wood.

"Heh." He thought to himself. "These creatures weren't so bad af..."

Pilan's statement was cut short by several sharp pains penetrating his back. He fell to his knees, making a half turn to see what had hit him. As he glanced behind him, he saw three more goblins with bows, ready to launch another volley into his body. His last thought before the next set of arrows hit was that pride had always been his greatest weakness.

Combat is an integral part of most role-playing games. In *Altus Adventum*, it is also very important, as by succeeding in combat, characters gain experience, and thus gain levels and gain in power. Detailed below are all the aspects of the combat system. It's relatively easy to learn, but there will be math skills involved.

Combat is broken down into two time frames, a round and a turn. A round is the time it takes for all participants to resolve their actions. A turn is the actual time segment in which an individual is performing their action.

So how do you figure out who goes first during a

round? Each participant in combat will roll 1d20 for each round. The individual who rolled the lowest number will go first, and so on, until the person who rolled highest will go last. Once everyone is done performing their action, the round starts over again. In those situations where two or more parties go on the same turn, the actions will happen simultaneously, and any damage suffered will take place at the end of the turn, at the same time.

What can you do during your turn?

Your character can do many different actions during his turn. These include attacking, moving, fleeing, casting a spell, using an item, or using a skill.

In some cases, a high level character and some creatures have more than one action per round. In this case, both actions will go during the same turn.

Attacking- the most common action, this is where the character will attempt to attack and wound the target creature.

Moving- Any character can move their movement rate during their turn. A character may move $\frac{1}{4}$ of their movement rate and still perform an action, if they desire, or visa versa.

Fleeing- If a character is engaged in melee combat, and it is not going well, the character can flee. The character can move at twice their agility score away from the combat, but any opponent they were in combat with will get a free attack on the character.

Casting a Spell- Similar to an attack, the character may decide to cast a spell during his action.

Use an Item or Skill- Character's may also have to option of using an item or skill during their action.

Hitting an Opponent and Dice Pools

So how do you know if you hit your opponent in combat? Every participant in combat will have a dice pool. The attacker will use their attacking dice pool, and the defender will use their defensive dice pool, naturally. Both parties will roll all of the dice in their pool, and will then compare their highest dice against each other. If the attacker has the higher number, then the attack succeeds; if the defender has the highest number, then the attack fails. If both the highest numbers are equal, then the next highest numbers in each of the pools is used. If these numbers are equal, then the process continues until either one number is higher, or one party runs out of dice to use. If both parties have the same number of dice in their pool, and all numbers are the same, then the defender will win by default.

Throughout this manual, you will encounter two types of phrases that affect the dice pool. One phrase is adding a bonus or penalty shift to the dice pool level. This means that a +1 shift to the DP would mean instead of a DP level of 4, you would use a DP level of 5. The other phrase is adding a certain

die type to your dice pool. This means that if your character gains a +d8 to your dice pool, you add an additional 8-sided die to your pool. Note that maximum dice pool level is 25.

Dice Pool Chart:

DP Lvl	Dice	DP Lvl	Dice
1	1d4	14	2d12+1d10
2	2d4	15	2d12+2d10+2d8
3	1d6+1d4	16	1d20+1d10
4	2d6	17	1d20+2d12
5	2d6+1d4	18	1d20+2d12+2d10
6	1d8+1d6	19	2d20
7	2d8	20	2d20+2d12
8	2d8+1d6	21	2d20+2d12+2d10
9	1d10+1d8	22	3d20
10	1d10+2d8+1d6	23	3d20+2d12
11	2d10+2d8	24	4d20
12	1d12+2d10	25	5d20
13	1d12+2d10+2d8		

Figuring Damage

So how much damage, if any, is taken by the target? First off, you must have hit your target, as described above.

Damage is calculated by using an Damage Rating Level, or DRL score. Each form of attack has a base DRL score assigned to it, and you would add any modifiers (for strength or magical weapons for example) to this base score (*note: this step is usually done before any combat takes place, and rarely changes*).

Once you have determined your overall DRL with a weapon, you would reference the *Damage Rating Level Chart* to see what wound you would inflict by the number rolled on a d20. It is strongly suggested that you note the final DRL level next to each of your character’s weapons for easy reference.

When you have successfully hit your opponent, you then roll a d20 and reference that number with the chart below.

DRL Level	Minor	Moderate	Deep	Severe
1	1-18	19	20	-
2	1-16	17-19	20	-
3	1-15	16-18	19-20	-
4	1-15	16-17	18-19	20
5	1-14	15-17	18-19	20
6	1-13	14-16	17-18	19-20
7	1-12	13-15	16-18	19-20
8	1-11	12-14	15-17	18-20
9	1-10	11-13	14-16	17-20
10	1-9	10-12	13-15	16-20
11	1-8	9-11	12-15	16-20
12	1-7	8-10	11-14	15-20
13	1-6	7-9	10-13	14-20
14	1-5	6-8	9-12	13-20
15	1-4	5-7	8-12	13-20
16	1-3	4-7	8-11	12-20
17	1-2	3-6	7-10	11-20
18	1	2-5	6-10	11-20
19	1	2-4	5-9	10-20
20	1	2-3	4-8	9-20
21	-	1	2-7	8-20
22	-	1	2-6	7-20
23	-	1	2-5	6-20
24	-	-	1-4	5-20
25	-	-	1-2	3-20

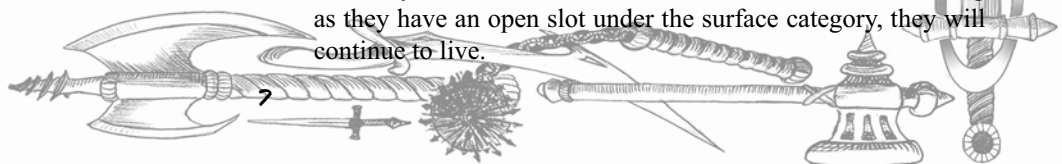
Taking Damage

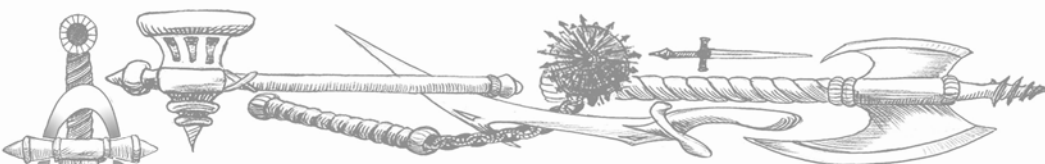
So how much damage can your character take before dying? The InertiaX system used in *Altus Adventum* specializes in a damage severity system, as opposed to the traditional hit point system used in many other role-playing games. This system is separated by severity into: minor, moderate, deep, and severe wounds. How much of each wound type a character can take is rated on a damage absorption (DA) level. Each character will use this damage absorption level to keep track of their wounds. This chart will look like this on your character sheet:

Minor: 2	Moderate: 2	Deep: 1	Severe: 0
/			

This chart means that your character can take 2 minor wounds, 2 moderate, 1 deep, and 0 severe hits before dying. In the above example, the character has taken one minor wound already.

Here’s the tricky part. At first glance, it seems that your character would perish when all categories have the tally marks equal the DA level for that particular wound. This isn’t a very realistic way to handle damage, as it doesn’t make sense to have you character continue to take severe hits, but as long as they have an open slot under the surface category, they will continue to live.





Instead, this is how you will correctly use the DA chart. Whenever you take a wound, you place a tally mark in that category. Once you have placed more tally marks than you have wounds available, you would instead place a tally mark in the next *highest* category. I.e., say you can take 2 moderate wounds; then on the 3rd and subsequent moderate hits that your character takes, you would place a tally mark under the deep category, as the moderate category is already full.

If you cannot go any higher in the categories, then your character will perish. For example, let's say your character can take 1 severe wound and 2 deep wounds. During a fierce battle, your character takes a severe wound and two deep wounds. The next severe *or* deep wound will kill your character (since the 3rd deep wound would automatically be a severe wound).

Please note that this means your character can die from a lesser wound if that wound puts them into a category that they do not have any more tally marks left. Let's say your character takes a deep wound, leaving that category at 0. Your character then takes 3 moderate wounds, and you only have 2 slots for tally marks under that category. Since you've reached 3, you would add the third mark under *Deep*. However, since this would give you 2 total marks under *Deep*, and you don't have any available slots in either *deep* or *severe*, your character would die.

Damage Absorption

Ok, I got it so far, but how much damage can my character take? Reference the below chart to determine the damage absorption level that your character will start with, based upon your endurance score.



034 *ELMORE*

Damage Absorption Level Chart

DA level	Minor	Moderate	Deep	Severe
1	2	1	0	0
2	2	2	0	0
3	3	2	0	0
4	3	2	1	0
5	3	3	1	0
6	3	3	2	0
7	3	3	2	1
8	3	3	3	1
9	4	3	3	2
10	5	4	4	2

Resting and Healing

Any type of wound can be healed through natural resting. The main drawback for this is the amount of time it takes for the body to heal the wounds. First, a character must be in a comfortable environment for their body to heal, such as a bed. A character trying to rest by sleeping on uneven ground with no padding will not heal any of their wounds.

If a character is resting in a comfortable environment, they will heal at a following rate (*note that 1 day = 24 hours*):

Wound Type	Rest time needed
Minor	All wounds healed after 4 hours
Moderate	1 wound healed after 8 hours
Deep	1 wound healed after 1 day
Severe	1 wound healed after 2d6 days

Critical Hits

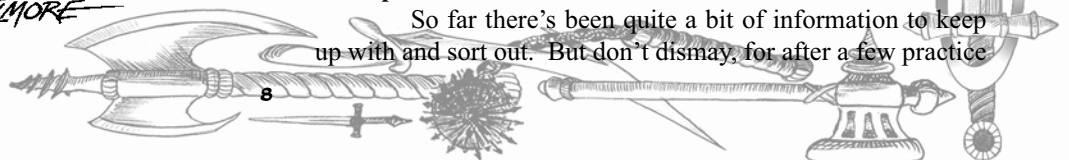
Occasionally in battle, an attack may inflict a wound that is much more severe than what would normally be rolled. This often happens when a weapon finds a weak point in armor, or the attacker is much more skilled than the defender. In this case, the attack would qualify as a critical hit.

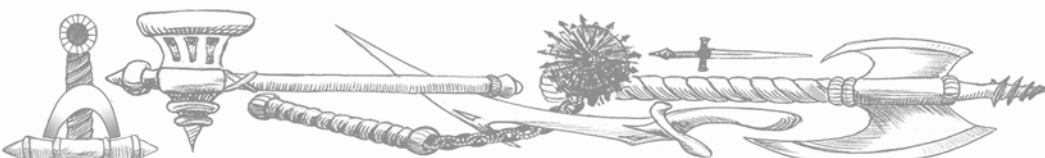
In order for an attack to be considered a critical strike, the attacker must have beaten the defender's dice pool by five or more. I.e., if the highest dice in the attacker's ADP is a 12, and the highest dice in the defender's DDP is a 4 (a difference > 5), then the attack would be a critical hit.

If a strike qualifies as a critical strike, then the target would suffer one additional wound. For instance, if you succeeded in scoring a critical hit and rolled a deep wound for damage, the target would instead suffer 2 deep wounds instead of just one.

Example of Combat Round

So far there's been quite a bit of information to keep up with and sort out. But don't dismay, for after a few practice





runs, the system will seem like second nature. Most of your figuring out is done at set intervals and changes very rarely. The actual combat round actually goes by pretty fast.

Let's use the below example of a combat round to help explain the system. For ease of play, we will be using only the basic rules, and none of the optional rules.

Combatants:

Marcus- armed with a broad sword, ADP: 5 DRL: 9. Wearing a mail suit (DP: 5) and a medium shield (DP: +2) for a final DDP of 7.

Minor: 2	Moderate: 2	Deep: 1	Severe: 1
----------	-------------	---------	-----------

Ogre- armed with a huge club, ADP: 5 DRL: 11. Wearing thick hide for a DDP of 5.

Mnr: 3	Mod: 3	Deep: 2	Svr: 1
--------	--------	---------	--------

Both parties roll for initiative; Marcus rolls a 4, and the ogre rolls a 9 plus a modifier of +6 for a total initiative of 15. Marcus attacks first. Both parties then roll their dice pools; ADP for Marcus, and DDP for the defending ogre. Marcus rolls a 5,3, and 2. The ogre rolls a 4,4, and 3. They compare the highest dice on each of their pools, and see that the attack hits, since Marcus's 5 beat the ogre's 4. Damage is now rolled.

Marcus rolls a d20 for a DRL of 8, getting a 12; a moderate wound to the ogre, and the GM places a tally mark under that category.

Now it's the ogre's turn, and it is irate after sustaining a hit. Both parties again roll their pools. The ogre rolls a 6, 3, and a 2. Marcus defends rolling a 1 and a 1. The ogre's 6 beats Marcus's 1, so the attack hits.

The ogre then rolls for damage with its great club. The ogre rolls an 18 on the d20, and with a DRL of 11, he inflicts a severe wound to Marcus. However, since the attack was a critical hit, one additional severe wound is suffered by Marcus.

Marcus cannot take more than one severe hit, so he is crushed like a grape. The moral here: don't attack ogres unless you've got some serious firepower.

Magic in Combat

Magic spells in combat are done very much the same as other attacks. The caster will roll their dice pool against the defender's defense dice pool. The main difference in offensive spells vs. standard combat is that each particular spell may have a unique base dice pool level assigned to it.

Areas of effect spells also have a special rule to them. First, the caster will roll their ADP pool once, and compare that against the DDP's of all creatures in the area of effect. Thus, the highest dice in the caster's ADP will be compared against the highest dice of each creature. Any creature that is within the area of effect who beats the caster in pool comparisons, will only suffer a wound two categories less than what the caster rolls for damage.

For example, a mage is casting a minor blizzard spell with an ADP of 2d8+1d6. There are three orcs within the area

of effect and each orc has a DDP of 2d6. All parties roll their dice pools; the mage rolls a 6, 4, and 2, and the orcs roll a 3,4; a 6,5; and a 5,1. The mage compares his 6 to the highest dice in all of the orcs pools. He beats the first and third orc right off, and he ties the second orc. The mage then compares his 4 against the orc's 5, and loses, so the second orc is the only orc to avoid most of the damage. The mage then rolls his DRL pool for the spell to determine what type of wound each of the orcs will receive, and sees that his spell will inflict a moderate wound. The first and the third orc will each suffer this wound, but since the second orc beat the ADP, he doesn't suffer any wound. (Two categories below a moderate wound equal no wound.)

runes magic

Rune magic is one of the most versatile and studied forms of magic in the Realms. The possibilities and combinations are literally endless when a creative player and GM are involved.

Runes are separated into elemental categories of fire, water, air, earth, and life. These individual runes are then either used by themselves, or most often, in conjunction with other runes to create a magical effect.

One of the most beneficial aspects of rune magic is that there is no limit to the amount of spells a mage may cast, other than level limitations. The main drawback to rune magic is that it is very time consuming to cast, which gives the caster a +1 penalty for every three spell levels of difficulty to their initiative roll if engaged in combat. Thus, a mage casting a level 9 rune spell will suffer a +3 penalty to their initiative.

Rune magic is also unique in that there are no real set affects that the magic will invoke. A rune mage creates more powerful spells by placing together various combinations of basic runes. This gives the player a tremendous amount of flexibility, but should be discussed between the players and GM beforehand in order to reduce any discrepancies of interpretation.

As stated earlier, runes are also categorized into permanent, and instant. An instant rune is a spell that has an instant effect that does not last longer than one round. A permanent rune spell is any spell that has an effect with no set ending time.

Rune spell level difficulty is determined by adding up all of the individual rune difficulty levels. Thus, a mage casting a rune spell that involves two level 1 and one level 3 rune, will have an overall spell level of 5.

Unless otherwise noted, all rune spells used in combat will have an ADP of 3 for level 1-5 spells, an ADP of 5 for level 6-10 spells, an ADP of 7 for level 11-15 spells, an ADP of 9 for level 16-20 spells, an ADP of 12 for level 21-30 spells, and a base ADP of 15 for any spell higher than level 30.

Example of Rune combinations:

A mage combines a spark, breeze, and burst rune to



send a burning rune out towards a target at a movement rate of 30, up to 100 feet away. When the rune gets to its target, it explodes in a 5' radius of flame. All creatures in that radius will have to defend against an ADP of 3, or suffer damage of an DRL of 4. The three runes involved give the total spell a difficulty of level 4, with a +2 penalty towards the caster's initiative.

A professional caster wants to combine a spell focus rune (lvl 10), icicle (lvl 4), and gust (lvl 6) rune to create a spell of level 20 difficulty (+6 initiative penalty). The icicle will travel towards its target at a rate of 50 up to 100 yards away, shattering on impact with an ADP of 9. If the icicle hits, it will inflict damage equal to an DRL of 10.

A novice combines a spark rune with an illuminate rune for a spell that has a difficulty of level 2, and creates a rune spell on the ground that emits both light and heat.

Rune Descriptions:

Spark (fire-instant) lvl 1

This basic fire rune, when drawn in the air, begins to appear as if it is alight. The flame is generally 6" in height, and can be grasped by the caster to be used to set things alight, or if used in combat, inflict damage with an DRL of 4.

Breeze (air-instant) lvl 1

This spell creates a force of air that travels away from the caster at a movement rate of 30, up to a distance of 100 feet. This rush of air is enough to blow out small sources of flame, such as a candle or torch, but not enough for a campfire.

Illuminate (fire-perm) lvl 1

This rune, when drawn upon an object, begins to illuminate with an magical light that will as bright as a lit torch. This rune lasts one day, or until erased. It emits not heat.

Protection (air-perm) lvl 2

In order for this rune spell to be effective, the caster must create a large circle of these runes. The circle must be complete, and takes an average of 1 hour per 10' radius of the circle to create. Once completed, any creature that passes through this circle will set off an audible alarm.

Bloodsign (life-perm) lvl 2

This power is invoked when the caster draws the rune upon a weapon using a creature's blood. Once the rune is complete, the weapon will receive a +1 bonus to it's base DRL and the wielder's ADP whenever it is used against the species of the blood type used. This rune will last for 2d6 combat rounds before wear and tear make the rune unusable.

Caster's Mark (life-perm) lvl 2

This rune can be drawn on any object, and will remain invisible until the original caster wills the rune to become visible. This rune will last indefinitely until ruined or drawn over.

Burst (air-instant) lvl 2

This spell will cause any other rune(s) combined with

it to burst in a 5' radius, afflicting all within the area of effect with the effects of the other runes involved.

Nature's Touch (earth-perm) lvl 3

When this rune is drawn upon a creature, they will have their natural healing rate doubled as long as the runes are intact. These are sensitive runes, and may loose their effectiveness from simple blurring if the creature sweats a great deal, is washed, wrestled, etc.

Moisten (water-perm) lvl 3

Whatever object, up to 1 pound, has this rune drawn upon it, will begin to feel as though it was drenched in water. This rune will not fill containers, but will make the container itself seem wet.

Open (earth-instant) lvl 3

This rune will cause any locked container or door to become unlocked once drawn on the container or door.

Lock (earth-perm) lvl 3

The opposite of *Open*, this rune will lock any container or door once the rune is inscribed. The rune will last until the object is opened.



Infestation! The Adventure

This demo adventure is designed to help you jump right in and get a feel for the way the game plays out. It is a generic dungeon crawl hack-and-slash style of game. It is not designed as a long running campaign, but a creative GM may be able to turn it into one if they are so inclined. It is strongly recommended that at least four of the ready-to-play characters are used. Any less and the adventure may be too difficult without the GM toning it down.

Those familiar with role-playing games may notice that once the combat system becomes comfortable, the combat resolution phase of the game will be resolved much faster than other rpgs. This allows greater participation from the players, as there is less wait time for their turn.

Included at the back of this booklet are a few handouts for both the players and the GM. The map of Brookshire and the individual ready-to-play characters are for use by the players, while the dungeon map is for the GM's eyes only.

The following sections with this font type contains information that is to be read to the players. Areas that are not in this font is private knowledge of the GM, and is up to their discretion if they want to disclose this to the players. It is also strongly recommended that the GM read through this entire adventure before starting the game, familiarizing themselves with the adventure.

GM's Note: *This information is secret to only the GM and the player who has chosen to play Choi. Choi actually has a secret history that he would like to keep from the players. He is employed by a tribe of orcs to investigate the defenses of Brookshire and if possible, eliminate the goblin threat with as many villager casualties as possible. Choi will not be paid until he reports back to the orc tribe located 20 miles to the north of Brookshire with the required information. His pay for the job is 150 gold. Once he has reported back, the orcs will launch a raid to destroy the village.*

The player who is playing Choi has complete freedom of choice. Choi can either follow through with the plan, surely to be seen as a traitor in the eyes of his party members, or he can decide to betray the orcs and warn the party of the plans. If he does this, he will be hunted by the orc tribe until one side is dead. How the player decides they want to handle this is completely up to them, and they may even be creative enough to figure out other alternatives.

Background

It is the late fall in the village of Brookshire. Overcast skies and chill mornings have become commonplace, with drizzling, cold rain almost a daily occurrence. Brookshire is a small farming community located in the northern border of Shorlorn, nestled in the rolling hills near the Horde Lands. Being located on the outreaches of the country has brought its share of marauding bandits from time to time, but recently goblin raids picked up in frequency dramatically. These raids have also increased from the occasional abduction of livestock, to the outright killing of villagers who have left the protection of the village to tender to their farms or herds.

The mayor of Brookshire, Garan Oakfeld, has sent petition to the king in Shorlorn City for a garrison of troops, but so far no reply has been received. Time is running out for the village, and they fear that unless they can harvest their crops, they will not have enough food for the winter.

The game starts with the band of adventures making their way north after hearing rumors of lost treasure near the Frozen Lands. Cold rain has been falling all day, drenching the miserable party and chilling them to the bone. As nightfall approaches, the small party of rag-tag adventures can see the lights of a small village a few miles ahead in a shallow valley.

It is here that they are suddenly ambushed!

Seeing the dim lights of the village ahead, your group decides to trudge on through the cold rain and rapidly dimming light. Thoughts of a warm roast and a cold ale motivate you all, and you pick up your pace a little.

Suddenly you are stopped in your tracks as several arrows whiz by overhead. You barely are able to gather your senses when you hear the shriek of a goblin war cry coming from the darkness on either side of you. Leaping out from the bushes are a few goblins, rushing your group armed with crude short swords. You can also seem to make out the shapes of a few more goblin archers in the dim light.

The goblins have the following statistics: ADP: 2 DRL: 4 DDP: 2. Three are armed with short swords and two others are armed with short bows and stone arrows. They are all wearing tattered and rotted hard leather armor.

DA of the goblins:

Goblin #	Minor	Moderate	Deep	Severe
1	2-	1-	0-	0-
2	2-	1-	0-	0-
3	2-	2-	0-	0-
4	2-	1-	1-	0-
5	2-	1-	0-	0-

Each goblin carries 1d4 gold on their persons. If the party searches them, they will also see that each goblin wears a signet ring with the head of a wolf embossed on it. If the party kills all three swordsmen, the other two archers will flee into the darkness. The archers themselves are about 50 feet or so away from the road, one on either side. They will attempt to shoot the strongest looking party member.

When the party reaches the village, they will notice that there is almost no one on the streets, but the tavern is fairly easy to locate. If some of the party members are injured, they will be approached by someone in the tavern and asked what happened. If the party tells them they were attacked in a goblin ambush, the villagers will express their sympathy, and advise the party of the situation. A local priest skilled in the mental magic arts will also offer to heal the party of any wounds. They will then be advised to see the mayor the next morning, and will give directions. If the party mentions the signet ring, they will

be advised to bring this up with the mayor as well.

If the party decides to rent a room here, it will cost them 1 gold coin per night that they stay, but breakfast will be included.

As you enter the village, you are quick to notice that there doesn't seem to be anyone in the streets. All of the houses are locked and shuttered tight, but you are able to locate the Bucking Ram Inn relatively easy

As you enter the inn, you notice the unusual looks that you get from all of the humans here. It's not everyday that they see other humanoids, let alone ones in the shape your party is in.

The Adventure Begins

The next morning when the players meet the mayor, he will explain to them the situation and the lack of help that they've received from Shorlorn City. He will bequeath the party to aid his small village. He cannot offer more than 25 gold per person as a reward, but will allow the group free room and board for the rest of their days if they help them exterminate this goblin infestation.

Garan cannot provide a map to the goblin's lair, but rumors have them somewhere northwest of the village. Garan will urge the characters to leave with much haste, as he doesn't think that the village will last much longer.

Goblin Lair

The goblin lair lies deep within an old tomb complex about 13 miles to the northwest of Brookshire. The entrance to the underground tomb is only marked by a small stone building, with stairs leading down into the depths of the tomb itself. This building sits at the bottom of a small, but deep valley with hills on each side. This makes spotting the building from a distance near impossible.

Depending on how long per day the character's search for the building, it will take them 1d4+2 days to find the tomb. Each night there is a 45% chance that the party will be

ambushed by a goblin patrol. A smart group of players may want to capture a goblin and interrogate the location of it's lair. If successful, they may be able to find the tomb within the next 4 or so hours.

If there is a goblin ambush, there will be 1d4+1 goblins involved. Each goblin wears tattered hard leather and is armed with a pitted short sword. Each goblin also wears a wolf signet ring and carries 1d4 gold.

Goblin#	Minor	Moderate	Deep	Severe
1	2-	0-	0-	0-
2	2-	1-	0-	0-
3	3-	2-	0-	0-
4	2-	1-	0-	0-
5	2-	1-	0-	0-

The Tomb!

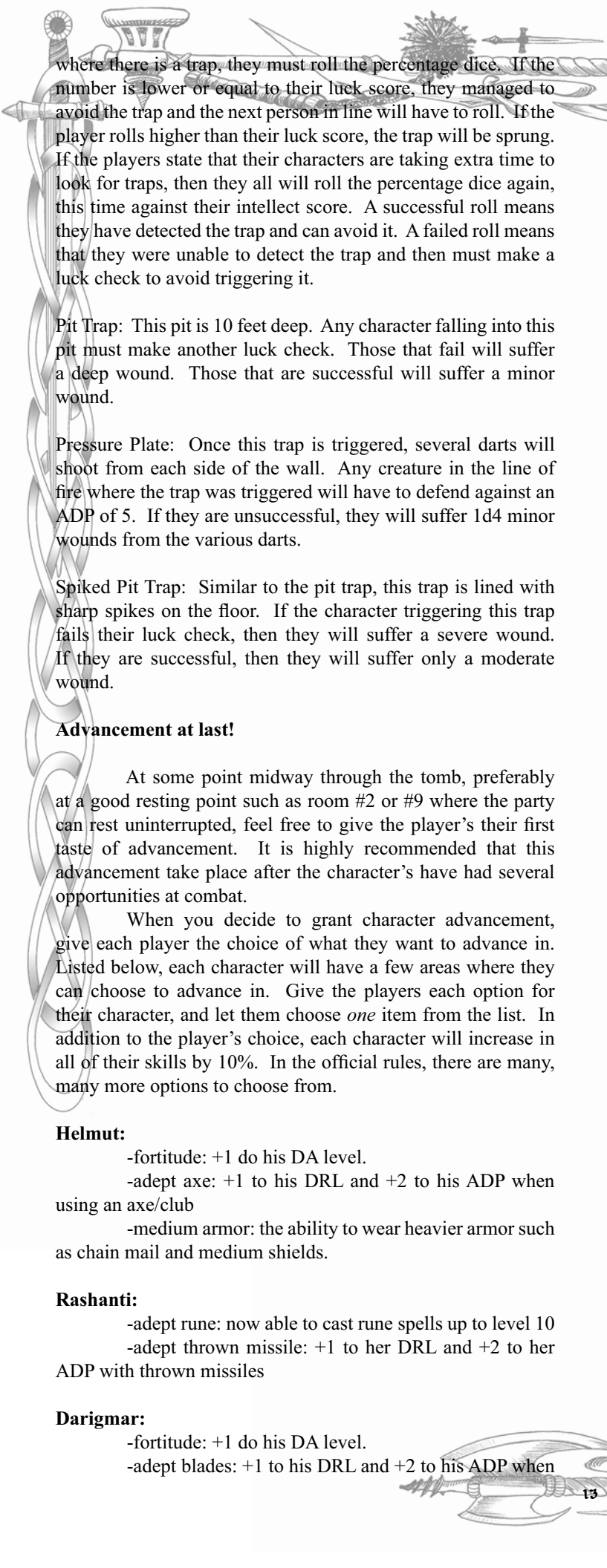
As you crest the hill, you can see a small stone building protruding from the valley floor like a sore on the face of the earth. The colorful autumn colors turn a sickly gray around the decayed stone building, the rotted wooden door hanging precariously on its rusted hinges.

As you near the building, you notice several small humanoid tracks at the entrance which you must conclude to be goblin tracks.

The tomb itself is a small 10' cube of old stone. The roof is made up of decayed and rotten pine planks with huge gaps allowing sun and rain alike to enter the small room. When the party opens the door, they will see that in the center of the room is a stairway down into the depths of the underground tomb itself.

You will notice on the map of the tomb that the rooms are numbered. Each room number will have it's own description below. Also on the map are several traps as defined by the map legend. There are three types of trap: pit, pressure plate, and spiked pit. As each character moves over an area





where there is a trap, they must roll the percentage dice. If the number is lower or equal to their luck score, they managed to avoid the trap and the next person in line will have to roll. If the player rolls higher than their luck score, the trap will be sprung. If the players state that their characters are taking extra time to look for traps, then they all will roll the percentage dice again, this time against their intellect score. A successful roll means they have detected the trap and can avoid it. A failed roll means that they were unable to detect the trap and then must make a luck check to avoid triggering it.

Pit Trap: This pit is 10 feet deep. Any character falling into this pit must make another luck check. Those that fail will suffer a deep wound. Those that are successful will suffer a minor wound.

Pressure Plate: Once this trap is triggered, several darts will shoot from each side of the wall. Any creature in the line of fire where the trap was triggered will have to defend against an ADP of 5. If they are unsuccessful, they will suffer 1d4 minor wounds from the various darts.

Spiked Pit Trap: Similar to the pit trap, this trap is lined with sharp spikes on the floor. If the character triggering this trap fails their luck check, then they will suffer a severe wound. If they are successful, then they will suffer only a moderate wound.

Advancement at last!

At some point midway through the tomb, preferably at a good resting point such as room #2 or #9 where the party can rest uninterrupted, feel free to give the player's their first taste of advancement. It is highly recommended that this advancement take place after the character's have had several opportunities at combat.

When you decide to grant character advancement, give each player the choice of what they want to advance in. Listed below, each character will have a few areas where they can choose to advance in. Give the players each option for their character, and let them choose *one* item from the list. In addition to the player's choice, each character will increase in all of their skills by 10%. In the official rules, there are many, many more options to choose from.

Helmut:

- fortitude: +1 do his DA level.
- adept axe: +1 to his DRL and +2 to his ADP when using an axe/club
- medium armor: the ability to wear heavier armor such as chain mail and medium shields.

Rashanti:

- adept rune: now able to cast rune spells up to level 10
- adept thrown missile: +1 to her DRL and +2 to her ADP with thrown missiles

Darigmar:

- fortitude: +1 do his DA level.
- adept blades: +1 to his DRL and +2 to his ADP when

using a sword or dagger

-medium armor: the ability to wear heavier armor such as chain mail and medium shields.

Choi:

- adept blades: +1 to his DRL and +2 to his ADP when using a sword or dagger
- adept thrown missile: +1 to his DRL and +2 to ADP when using a thrown missile
- sneak attack: if he successfully attacks from behind without being detected, +3 to his ADP and +5 to his DRL for that attack only.

Alexander:

- fortitude: +1 do his DA level.
- adept blades: +1 to his DRL and +2 to his ADP when using a sword or dagger
- medium armor: the ability to wear heavier armor such as chain mail and medium shields.

1: Entrance

As you descend down the stairs, your torchlight reflects on fairly well cut stone walls, and small plums of ancient dust raise into the air with each step you take. The stairs descend approximately 50 feet down into the depths of the earth before ending in a large room about 30'x40' in size. Piles of loose rubble litter the south end of the room, and you can see an exit on the east wall just past the rubble.

There is nothing of interest in this room, other than many goblin tracks in the dust. Keep in mind, however, the pit trap just inside the hallway outside of this room.

2: Storage Room

As you enter this small 20'x20' room, a foul stench overwhelms your senses. Stacked along the east wall are several barrels containing some sort of rancid liquid.

This is the storeroom for the goblins, and is where they keep their ale. It is technically drinkable by the party, but tastes horrid and very well may make them sick. Each party member who decides to take a drink must make an endurance check. Those that fail cannot keep the foul liquid down and will vomit. Those that succeed will enjoy a permanent +1 bonus to their DA level. This bonus is one time only; multiple bonuses cannot be achieved by continued drinking.

3: Caskets

The doorway opens into a large 70'x50' room filled with stone caskets. Your attention is immediately drawn to group of goblins in this room, who are not pleased to see you in their lair. They draw daggers and spring to the attack!

There are four goblins here, armed with daggers and

wearing tattered remnants of various clothing items (ADP: 2 DDP: 1 DRL: 4). Each goblin wears the wolf signet ring, and carries 1d4 gold.

Goblins:

Goblin #	Minor	Moderate	Deep	Severe
1	2-	1-	0-	0-
2	1-	1-	0-	0-
3	2-	2-	0-	0-
4	2-	2-	0-	0-

This room is the converted sleeping quarters of the goblins, and each casket will contain bedding material. If the party searches each coffin thoroughly, they will find 22 gold in one of them underneath the bedding.

4: "Bad Place"

As you open the door to this room, the door pushes a swath of dust in it's wake. It doesn't appear that anyone, or anything, has been in this room in quite some time.

Several coffins are in this room; all seem untouched and are covered with thick dust.

This room has been avoided by the goblins, as they think it's haunted. They have every right to believe that too. If the any member of the party disturbs a coffin, several of the coffins will immediately have the lids flung off as ancient skeletal warriors will rise to defend their resting place.

There are five skeletons, who are armed with nothing but skeletal fingers that act as claws (ADP: 3 DDP: 2 DRL: 4). These are mindless creatures that will attack until destroyed. Luckily for the party, any attack that is successful from an axe or club will inflict a wound one category above what was rolled. Thus, a moderate hit would instead be a deep hit to a skeleton.

Skeletons:

Skel #	Minor	Moderate	Deep	Severe
1	2-	2-	1-	0-
2	2-	2-	0-	0-
3	1-	1-	1-	0-
4	2-	1-	1-	0-
5	3-	2-	0-	0-

If the party searches the caskets and the skeletons, they will find the following:

-A ring that grants its wearer a +1 DRL to all weapons used.

-4 applications of salve of healing. Each application will instantly heal any one wound.

-An ancient scroll with the following rune spells: *open* (lvl 3. will open any non-magically locked door or lock) and *icicle* (lvl 4. creates a shard of ice with an DRL of 8. It will shatter on the first successful hit).

5: Guard Room

As you enter this room, your attention is immediately drawn to the four goblins here and the large rabid dog they keep. As they see you, they instantly draw their weapons and attack!

Each of the four goblins here are guards for the rooms beyond, and are better equipped. They each wear studded leather and attack with relatively well made short swords (ADP: 3 DDP: 4 DRL: 5) The mangy dog appears to be some sort of wild beast as white froth foams from it's mouth. It will instantly leap at the lead character (ADP: 3 DDP: 2 DRL: 5)

Goblins

Goblin #	Minor	Moderate	Deep	Severe
1	2-	1-	0-	0-
2	1-	1-	0-	0-
3	2-	2-	0-	0-
4	2-	2-	0-	0-

Wild Dog

Mnr: 3-	Mod: 2-	Deep: 1-	Svr: 0-
---------	---------	----------	---------

Each goblin carries 2d4 gold as well as the signet ring. The studded leather is wearable by gnomes and has a base DDP of 4.

After the battle, the party will notice the corpse of what appears to be a human that had died from several bite wounds lying on the floor.

6: Prison

The door opens up into a fairly large room with a horrendous stench. Various torture devices and chains hang from the walls of this room, and a few remains of humans in various stages of decay lay on the floor.

Standing along one of the walls, apparently adjusting a torture device, is one of the largest goblins you have seen. This misshapen creature wears a chain mail tunic, and as he sees you enter, he grabs a red-hot iron crowbar and prepares himself for combat.

This prison guard is actually a goblin marauder (ADP: 4 DDP: 5 DRL: 6), a larger species of goblin normally found deep in the Dragonspire Mountains. The chain mail he wears is large enough for a human, and has a base DDP of 5. He also wears the wolf signet ring and carries 2d8 gold.

Prison Guard:

Mnr: 3-	Mod: 2-	Deep: 1-	Svr: 0-
---------	---------	----------	---------

If the party searches the room, they will find nothing else of value except instruments of torture and death. The stench and reek of decay will normally force the character's out of this room.

7: Common Room

This door opens into a fairly large room, with a small group of goblins here playing various games of bones and dice.

As soon as they see you, they rush to the attack!

There are five goblins here, all armed with short swords and tattered leather armor (ADP: 2 DDP: 2 DRL: 5). They each wear the wolf signet ring and carry 1d4 gold.

Goblin#	Minor	Moderate	Deep	Severe
1	2-	0-	0-	0-
2	2-	1-	0-	0-
3	3-	2-	0-	0-
4	2-	1-	0-	0-
5	2-	1-	0-	0-

8: Treasure Room:

As you try to open this door, you notice that it is locked.

The party may either break the door down (attracting any nearby goblins), pick the lock, or if the scroll has been found, open it with a spell. Once the door is open, the players see:

Your eyes are instantly locked on the small pile of gold and chests in the north side of this small room.

If any of the character's enter this room, they will immediately be attacked by the treasure guardian. This creature appears as a giant 4' tall bat with large eagle-like claws (ADP: 5 DDP: 4 DRL: 6). The treasure guardian will get a surprise attack on one of the characters without retaliation. After the surprise attack, initiative would be rolled for a new round.

Treasure Guardian

Mnr: 3-	Mod:3-	Deep: 1-	Svr: 0-
---------	--------	----------	---------

If the party searches the room, they will find two small wooden chests that hold 75 and 128 gold respectively. One of the chests also has 2 small opals worth 50 gold each. The other chest has a necklace that will grant its wearer an additional +1 to their DDP level. There is also 193 gold littering the floor of this room, as well as a glimmering small shield hanging on one wall. This shield is slightly magical, and has a base DDP of 3.

9: Storage Area:

The door opens into a good sized room filled with crates and various barrels. The far wall across the room seems to have collapsed into a heap of rubble.

The crates and barrels in this room contain moldy hard cheese and dried meat. The cheese is safe to eat, but eating the meat will cause nausea and sickness to anyone who eats it.

If the party spends more than just a few moments in this room rummaging through the crates, several large rats will scamper forth from under the crates and rubble and attack.

Rats

Rat #	Minor	Moderate	Deep	Severe
1	1-	0-	0-	0-
2	2-	0-	0-	0-
3	1-	1-	0-	0-
4	2-	0-	0-	0-
5	1-	1-	0-	0-

10: Goblin Chief's Lair

This room appears to be a large worshipping temple to the tomb. The large square room has a giant pentagram drawn in some reddish liquid scrawled upon the floor, a basin of water in one corner, and a large stone altar at the far end.

As you enter the room, you also see a large, brutish goblin behind the altar who appears very angry at your presence. He immediately screams a war cry and his huge mongrel dog leaps to attack!

This is the goblin chief Qurtzog and his personal pet. He is a very large goblin, standing almost 5 feet tall. He wears a worn, but serviceable suit of chain mail, and wields a huge two-handed axe.

Qurtzog: ADP: 5 DDP: 6 DRL: 10

Mnr 3:	Mod 3:	Deep 2:	Svr 2:
--------	--------	---------	--------

ADP: 4 DDP: 3 DRL: 5

Mnr 3:	Mod 2:	Deep 1:	Svr 1:
--------	--------	---------	--------

If the party searches the room after defeating Qurtzog and his dog, they will find 532 gold in a coffin at the north end of the room. Qurtzog also wears a jeweled ring worth 75 gold and a solid gold wolf's head signet ring worth 55 gold. His chain mail is wearable by anyone between 4 feet and 6 feet tall, but is not magical. His large axe *Elfsplitter* is magical, however. It has a base DRL of 10 and the wielder will gain a bonus +1 to their ADP when attacking elves with the weapon.

11: Spider's Lair

As you enter this room, you immediately notice the thick cobwebs covering the far end of the room where the wall seems to have collapsed into a heap of rubble. Laying atop the rubble is the corpse of a man-sized humanoid wearing tattered studded leather armor and disintegrating clothing. The corpse itself is decomposed almost to the skeletal state, and the right hand still grasps a sword. The sword draws your interest as it seems to be in immaculate

If the party spends more than just a few moments in this room rummaging through the crates, several large rats will scamper forth from under the crates and rubble and attack.

Goblin#	Minor	Moderate	Deep	Severe
1	2-	0-	0-	0-
2	2-	1-	0-	0-
3	3-	2-	0-	0-
4	2-	1-	0-	0-
5	2-	1-	0-	0-

As you try to open this door, you notice that it is locked.

The party may either break the door down (attracting any nearby goblins), pick the lock, or if the scroll has been found, open it with a spell. Once the door is open, the players see:

Your eyes are instantly locked on the small pile of gold and chests in the north side of this small room.

If any of the character's enter this room, they will immediately be attacked by the treasure guardian. This creature appears as a giant 4' tall bat with large eagle-like claws (ADP: 5 DDP: 4 DRL: 6). The treasure guardian will get a surprise attack on one of the characters without retaliation. After the surprise attack, initiative would be rolled for a new round.

Mnr: 3-	Mod:3-	Deep: 1-	Svr: 0-
---------	--------	----------	---------

If the party searches the room, they will find two small wooden chests that hold 75 and 128 gold respectively. One of the chests also has 2 small opals worth 50 gold each. The other chest has a necklace that will grant its wearer an additional +1 to their DDP level. There is also 193 gold littering the floor of this room, as well as a glimmering small shield hanging on one wall. This shield is slightly magical, and has a base DDP of 3.

The door opens into a good sized room filled with crates and various barrels. The far wall across the room seems to have collapsed into a heap of rubble.

The crates and barrels in this room contain moldy hard cheese and dried meat. The cheese is safe to eat, but eating the meat will cause nausea and sickness to anyone who eats it.

Rat #	Minor	Moderate	Deep	Severe
1	1-	0-	0-	0-
2	2-	0-	0-	0-
3	1-	1-	0-	0-
4	2-	0-	0-	0-
5	1-	1-	0-	0-

This room appears to be a large worshipping temple to the tomb. The large square room has a giant pentagram drawn in some reddish liquid scrawled upon the floor, a basin of water in one corner, and a large stone altar at the far end.

As you enter the room, you also see a large, brutish goblin behind the altar who appears very angry at your presence. He immediately screams a war cry and his huge mongrel dog leaps to attack!

This is the goblin chief Qurtzog and his personal pet. He is a very large goblin, standing almost 5 feet tall. He wears a worn, but serviceable suit of chain mail, and wields a huge two-handed axe.

Mnr 3:	Mod 3:	Deep 2:	Svr 2:
--------	--------	---------	--------

Mnr 3:	Mod 2:	Deep 1:	Svr 1:
--------	--------	---------	--------

If the party searches the room after defeating Qurtzog and his dog, they will find 532 gold in a coffin at the north end of the room. Qurtzog also wears a jeweled ring worth 75 gold and a solid gold wolf's head signet ring worth 55 gold. His chain mail is wearable by anyone between 4 feet and 6 feet tall, but is not magical. His large axe *Elfsplitter* is magical, however. It has a base DRL of 10 and the wielder will gain a bonus +1 to their ADP when attacking elves with the weapon.

As you enter this room, you immediately notice the thick cobwebs covering the far end of the room where the wall seems to have collapsed into a heap of rubble. Laying atop the rubble is the corpse of a man-sized humanoid wearing tattered studded leather armor and disintegrating clothing. The corpse itself is decomposed almost to the skeletal state, and the right hand still grasps a sword. The sword draws your interest as it seems to be in immaculate

condition whereas the rest of this poor souls belongings have fallen apart. In fact, you can almost make out a ruby shining from the hilt of the sword.

As soon as one of the party members enters the room, a giant spider will fall from the ceiling and attack them.

The Spider: ADP: 4 DDP: 4 DRL: 4

Mmr 3:	Mod 3:	Deep 0:	Svr 0:
--------	--------	---------	--------

If the spider successfully bites a character, they must make a luck check or suffer the effects of the spider's poison. If the character is successful, they will suffer the wound type as rolled by the spider's DRL. If the character fails their luck check, then the wound type suffered will be one category higher than what was rolled.

If the characters defeat the spider, the only item of value in the room is the broad sword. The sword has the name *Hallowed Reaver* etched on it's blade in elvish, and does in fact have a ruby set in it's pommel. The ruby is worth 500 gold, but if it's removed, the sword will lose it's magical enchantments.

Regardless of who wields the sword, it will give the wielder a +1 bonus to their ADP, and it has a base DRL of 9. In the hands of an elf, however, and the sword's greater power comes forth. If wielded by an elf, the sword will glow an eerie red color when within 50 yards of a goblin or orc. The sword can also glow a brighter red (equivalent to a torch) upon command as well. The most powerful magic of the sword, however, is its massive damage it can inflict upon creatures of the undead, such as skeletons or zombies. When used against these creatures, any wound inflicted by the sword will automatically be raised by one category. Thus, a moderate wound would instead be a deep wound.

Demo Complete!

Congratulations! You've just finished the brief demo for *Altus Adventum*! The official adventure ends here, but with a creative group of players, you can expand the other areas only briefly mentioned in the demo, such as the shadowy past of Choi.

If you've enjoyed this demo, then I strongly encourage you to acquire the full rules of the game. This demo only covers the most basic of options; the full rules allows much greater flexibility and realism, as well as many options for the Game Master and player alike. You can create your own characters to partake on heroic adventures, joining a specialized guild if they so choose (or even running a guild if ambitions run that high!)

Intrigued by magic? The full rules not only cover the Rune magic hinted here in much greater detail, but Totem, Channeling, and Mental magic styles are also included, as well as rules for creating your own magical and arcane items.

Another major difference is that when your characters have been awarded enough experience, you can choose what skills that they learn from a huge choice, as opposed to the few options in the demo.

In addition to the basic combat rules here, included in the core rules are also more advanced combat options, such

as the power attack and charge attack, as well rules for siege weaponry.

Also included in the core rules are over 100 creatures in the bestiary, from the weaker goblin to the all-powerful arch-demon to the facinating dragon.



ready to play characters

Helmut Grumsfeir

Dwarf

Strength: 76 +1 DRL
 Agility: 43 -1 DP
 Endurance: 88 8 DA
 Intellect: 47 6 skills
 Luck: 43

DA chart:

Minor: 3	Mod: 3	Deep: 3	Severe: 1

Skills: language, human
 Novice axe/club
 Light armorkjj
 Novice shield
 First aid-24% (if successful, one wound of choice is reduced by one severity level.)
 Light sleeper

Weapons: Mace (ADP: 2 DRL: 8)

Armor: Hard leather
 Small shield
 Small helmet DDP: 5

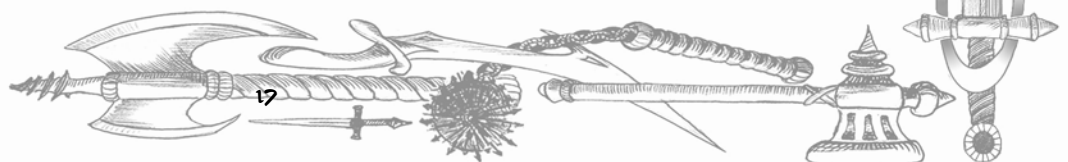
Money: 8 gold

Equipment: pack
 Bedroll
 Tunic, trousers, belt and boots
 Small sack
 7 days rations
 2 waterskins
 5 bandages
 small bowl
 heavy hooded cloak

Special Abilities: night vision

Background: Helmut comes from the mountain halls of Spire Mountain. Known for his ability for pain tolerance, Helmut was initially drafted into the militia, but his fumbling and lack of coordination soon had him discharged.

Determined to prove his fellow dwarves wrong, Helmut set out on his own to gain experience and build a name for himself. It wasn't long before he met his other companions who were under siege by a small group of goblin raiders. Brandishing his mace, Helmut charged down the ravine, red hair blowing in the wind as he charged the goblins. He and the group he helped have been friends ever since.



ready to play characters

Rashanti the Mystic

Elf

Strength: 41 no modifier
Agility: 87 +2 DP
Endurance: 38 4 DA
Intellect: 67 6 skills
Luck: 46

DA Chart:

Minor: 3	Mod: 2	Deep: 1	Severe: 0

Skills: Associate Degree (+1 ADP and +1 DRL to all rune spells)

Read Magic 67%
Novice Rune (can cast up to level 5 rune spells)
Novice Thrown Missile
Navigation 67%

Weapons: 4 throwing daggers (ADP: 5 DA: 4)

Armor: Robes (DDP: 3)

Equipment:

Pack
7 days rations
spell book
2 waterskins
6 torches
flint and steel box
blanket
hooded cloak
belt and boots
50' twine
1 flask/oil

Special Abilities: Infra-red vision

Rune Spells: Spark

Breeze
Illuminate
Bloodsign
Nature's Touch

Background:

Rashanti originally comes from one of the nomadic elven tribes from the Wild Plains. Her village was a relatively small village numbering no more than 30 or so tribesmen.

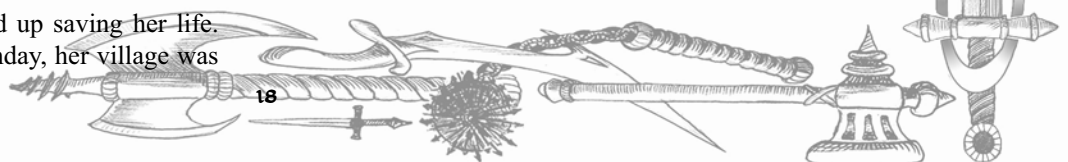
From the time she was a little girl, the chieftain knew she had a special aptitude for learning, and placed her under the tutelage of the village shaman. She was often teased by the other village children, but her quick wit and quicker reflexes often kept her out of trouble.

It was these attributes that ended up saving her life. Several weeks ago, just after her 17th birthday, her village was

attacked by a band of orc and ogre bandits. She was hit from behind and pretended to be unconscious while the rest of her village was killed and plundered.

She stayed in her feign death state for hours well into the night, fearful of moving. Eventually she passed out and was found by Darigmar, who was drawn to the slaughter site by the trails of smoke wafting into the air the next morning.

Darigmar was able to revive her out of her state of shock, and vowed to protect her as a companion.



ready to play characters

Darigmar

Human

Strength: 76 +1 DRL
 Agility: 55 +0 DP
 Endurance: 78 7 DA
 Intellect: 56 6 skills
 Luck: 39

DA Chart:

Minor: 3	Mod: 3	Deep: 2	Severe: 1

Skills: Novice Polearm
 Light Armor
 First Aid (28%, reduce bandaged wound by one category)
 Rope Use (27%. Basic use automatic, lasso attempts require a check)
 Novice Bow
 Novice Blades

Weapons: Halberd (ADP: 3 DRL: 10)
 Saber (ADP: 3 DRL: 7)
 Small Crossbow (ADP: 3 DRL: 7)
 24 bolts

A armor: padded armor
 Small helm (DDP: 3)

Money: 7 gold

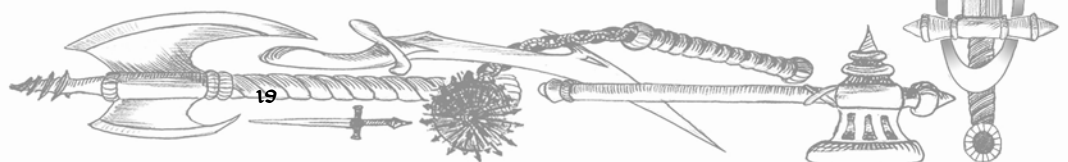
Equipment:

Pack
 10 bandages
 50' rope
 6 torches
 flint and steel box
 7 days rations
 3 waterskins
 bedroll
 hooded cloak
 tunic, trousers, belt and boots



Background: Darigmar originally hails from the country of Shorlorn, where he has a lineage of knighthood running strong in his family. Being fairly young, he has yet to prove himself worth of joining the knighthood, and thus has set out in the world to earn his reputation.

Darigmar holds strong moral values and thinks of himself as a knight without the armor. He believes in honor and justice, and protecting the weak. It is this reason why he feels that he should be the protector of Rashanti, and has a strong hatred for orcs and ogres.



ready to play characters

Choi Li Kim

Dwarf

Strength: 51 no modifier
Agility: 61 +1 DP
Endurance: 52 DA: 5
Intellect: 77 7 skills
Luck: 69

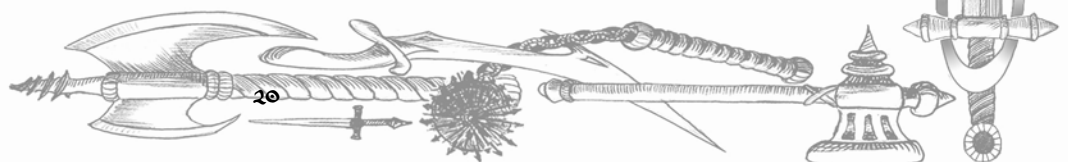
DA chart:

Minor: 3	Mod: 3	Deep: 1	Severe: 0

Skills: language, human
Hiding (31%, remains hidden from sight)
Silent Walk (31%, doesn't make a sound while moving)
Lock Picking (31%)
Light armor
Novice blades
Novice thrown weapons
Weapons: Rapier (ADP: 4 DRL: 5 +1 DDP when wielded)
4 throwing daggers (ADP: 4 DRL: 4)
Armor: soft leather (DDP: 3 or 4 with rapier)
Money: 13 gold
Special Abilities: night vision
Equipment:
Pack
2 small sacks
50' twine
hooded cloak
tunic, trousers, belt and boots
gloves
7 days rations
lockpicks
2 flasks/water
1 flask/oil
blanket

Background:

Choi's background remains a mysterious one that he hasn't even offered up to his companions. What is known is that he hails from the foothills near Spire Mountain, possibly from a large dwarven city there. He met Darigmar and Rashanti in a crowded tavern near one of the border towns, and after overhearing how Darigmar is in search of glory, he approached them with a proposition of great treasure and glory to be found near the northern lands.



ready to play characters

Alexander Krozny

Gnome

Strength: 36 -1 DRL
Agility: 71 +1 DP
Endurance: 56 DA: 5
Intellect: 81 9 skills
Luck: 88

DA Chart:

Minor: 3	Mod: 3	Deep: 1	Severe: 0

Skills: language, human
Language, goblin
Novice blades
Novice bow
Light armor
Novice shield
First Aid (41%, bandaged wound is reduced by one category)
Climbing (36%)
Weapon Specialty (short sword. +1 DRL)

Weapons: short sword (ADP: 4 DRL: 5)
Short bow (ADP: 4)
20 bodkin arrows (+1 ADP DRL: 5)
20 broadleaf arrows (DRL: 7)

Armor: hard leather
Small shield (DDP: 5)

Money: 10 gold

Equipment:

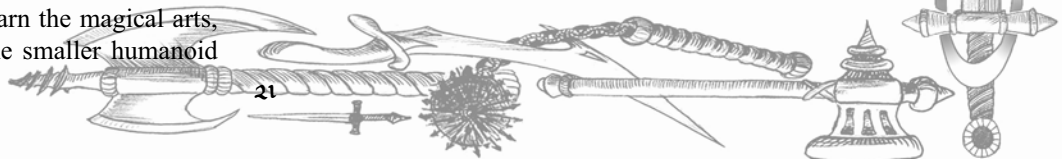
Pack
2 small pouches
7 days rations
2 flasks/water
bedroll
blanket
hooded cloak
tunic, trousers, belt, and boots
5 bandages
journal
inkwell and pen
3 candles
flint and steel box
2 torches

Background:

Alexander is originally from one of the larger gnomish cities in The Moors. He has always been fascinated by the art of warfare, much to the chagrin of his family, who is almost entirely employed in the magical career field. Like most gnomes, Alexander has the potential to learn the magical arts, but he has taken an oath to prove that the smaller humanoid

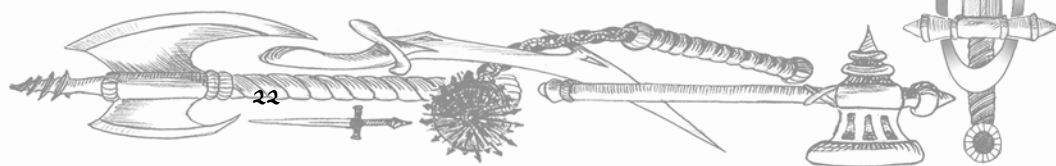
species can also be great warriors.

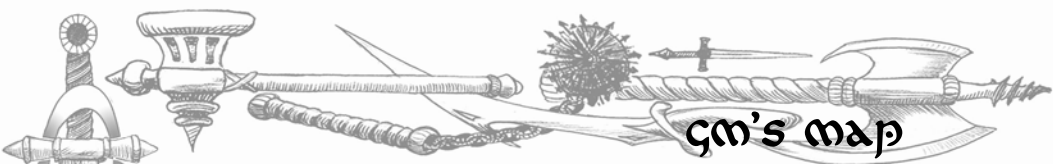
He met the others in the same tavern that Choi offered his proposition. Seeing this as an opportunity to further his oath, Alexander jumped at the opportunity.



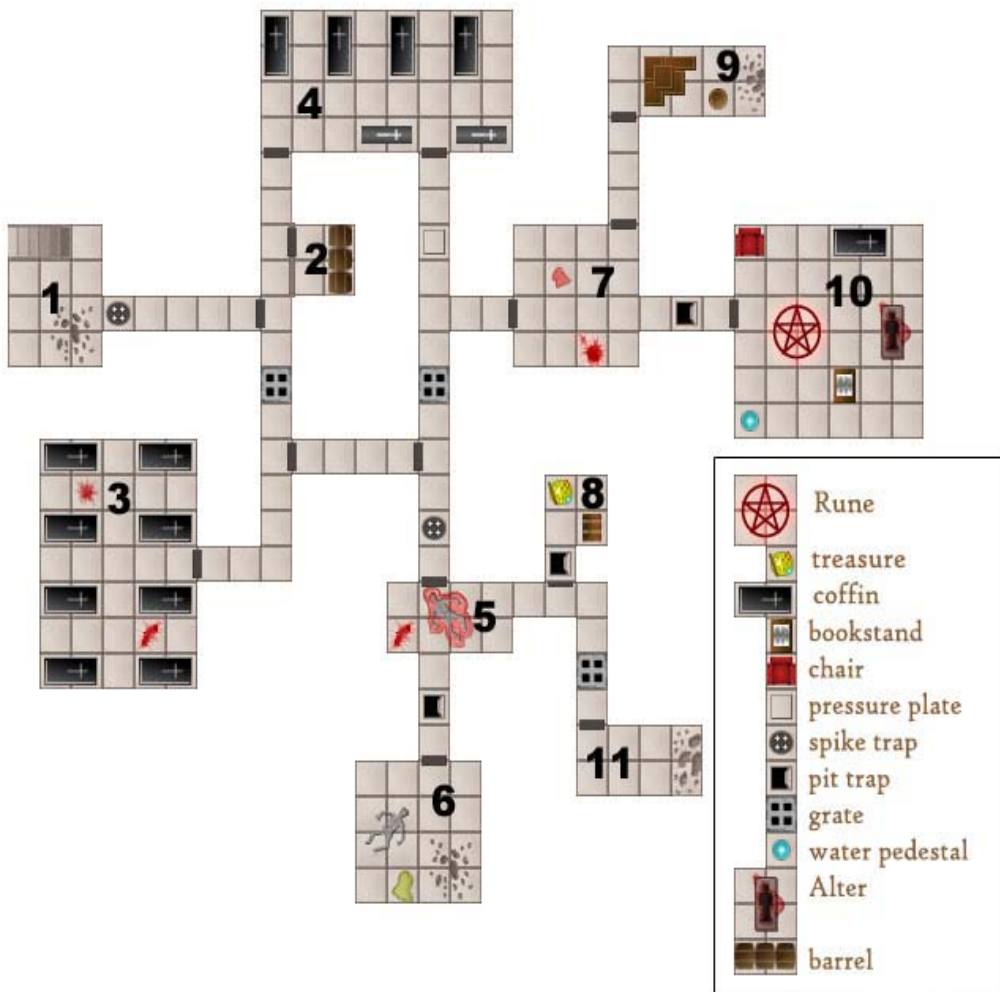


The village of Brookshire





The goblin lair



Legend

